Invasion's Edge

SCENARIO: #1-05
LEVELS: 1-2

SLOUGHSCAR SUMMIT

By Lysle Kapp

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HOW TO PLAY

PLAY TIME: 2–3 HOURS

LEVEL: 1–2

PLAYERS: 3–6

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Invasion's Edge

SLOUGHSCAR SUMMIT

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GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Cantina, Starfinder Flip-Mat: Desert World*
Online Resource: Starfinder Reference Document at paizo.com/sfrd

LEVEL AND DIFFICULTY

This scenario can be played by characters of 1st or 2nd level. The encounters in this scenario are designed for a group of six characters of 1st level. You can use the Adjusting Difficulty sidebars to make the adventure easier or harder, to accommodate groups of various sizes and levels. For more information, see the *Guide to Organized Play: Starfinder Society* at https://lorespire.paizo.com/

SUMMARY

First Seeker Sarmak hosts a diplomatic summit to encourage cooperation between the factions interested in the *Wreck of the Returned*. The PCs are tasked with patrolling the surrounding region, reporting issues to Zizenzi and potentially combating surveillance drones dispatched by the *Wreck*. At the summit, they influence delegates until a mysterious stranger called the Functionary interrupts the proceedings. In the aftermath of a verbal confrontation, the PCs fight off monsters and save lives.

SLOUGHSCAR SUMMIT

By Lysle Kapp

ADVENTURE BACKGROUND

Under the leadership of **First Seeker Sarmak** (inquisitive male izalguun electrical engineer), the Starfinder Society has established a fledgling lodge in Akiton's Sloughscar Hills to study a massive, crashed starship known as the *Wreck of the Returned*. The Starfinder Society believes the *Wreck of the Returned* is the first step in a devastating invasion of the Pact Worlds launched by the mysterious First Ones, an advanced civilization from antiquity whose true name is unknown.

The Starfinder Society isn't the only group interested in the *Wreck of the Returned*. In addition to countless freelancers and independent salvagers, three prominent factions have arisen and are clashing at every turn. These groups include the Aspis Consortium, a coalition of local Akitonian salvagers based out of the newly established boomtown of Pilferer's Paradise, and a group of anacites dispatched by Aballon's ruling Insight Array who established Investigation Site A01. With an eye to improving relations and ensuring cooperation and open exchange of information, Sarmak has invited representatives from each of these factions to meet on neutral ground to come to terms. In addition to improving relations, Sarmak hopes he can convince those present of the danger posed by the *Wreck of the Returned* and the First Ones. To keep this meeting safe, Sarmak has personally selected teams of Starfinders to provide security.

Yet, within the heart of the *Wreck*, a malevolent entity has designs to disrupt the summit. Employing robotic forces and reengineered local lifeforms for its purposes, this entity has dispatched **The Functionary** (charismatic female hylki human mastermind) to the summit to recruit more servitors and to proclaim its own terms.

GETTING STARTED

The adventure begins in the Sloughscar Hills, where preparations are underway for the impending summit. The PCs are greeted by **Zizenzi** (enthusiastic host shirren xenoarchaeologist), a Starfinder who serves as administrator for the event. Read or paraphrase the following.

"Welcome to the Sloughscar Summit," Zizenzi exclaims, their voice warm and inviting in stark contrast to the cold, forbidding atmosphere. All around, bustling Starfinders unload equipment from vehicles while others construct temporary structures for the event. "I know it doesn't look like much now, but in a few more hours, we'll host an invitational meeting-of-the-minds regarding the Wreck of the Returned. As administrator, I'm overseeing preparations. Your assignment is security. Patrol the surrounding area. Ensure it's clear of potential threats and dangers."

Zizenzi focuses on their datapad for a moment, talking while they work. "I'm sending you a data packet with a map of the area, divided into four quadrants. It also contains dossiers on our guests, but those can wait. For now, you have a patrol to complete! Start anywhere along the perimeter you wish. Take some d-vees and avoid using the comms, if possible, but notify me of any concerns.

"When you're done, I'd like you to attend the summit. It starts in four hours, so don't be late! Talk with the guests and try to convince them to work with us to explore the Wreck of the Returned—if nothing else, we can share information. In the dossiers, you'll find information on all the important movers and shakers who'll be at the summit. Any questions before I check in with the next team?"

Each PCs receives the data packet on their comm units, containing a map of the surrounding terrain within a one-half mile radius divided into quadrants. It also contains a dossier on the summit's guests, which the PCs can use later in the adventure, reproduced as **Handout: Delegate Dossiers**. Some likely questions the PCs might ask and Zizenzi's responses are noted below.

What is the Wreck of the Returned? "A mysterious vessel from deep space that crashed into the Sloughscar Hills. Initial images of the Wreck bear similarities to the First Ones cities on Aballon, prompting scientists,

WHERE IN THE UNIVERSE?

This adventure takes place at a diplomatic summit held in the Sloughscar Hills, a region on the planet Akiton composed of hardened claystone and solid formations of mafic rock. Its rocky hills hold numerous rifts, crags, caves, and cliffs, which are the byproduct of eons of erosion by high wind and periodic encroachment of the glaciers of the Winterlands to the south. The summit concerns a mysterious crashed starship called the *Wreck of the Returned* which contains valuable salvage but is guarded by countless dangers.

AKITON

The Battlefield

Gravity low; **Atmosphere** thin

Day 24 hours; **Year** 2 years

Akiton is a dusty, red world of sunbaked deserts, rundown cities, and rusting scrapyards. The planet was once a booming industrial paradise overflowing with wealth from mining thasteron, a starship fuel that fell out of favor after the discovery of Drift travel. Now, Akiton is a decrepit battlefield for corporate interests, crime families, and survivalist communities. This downtrodden world's residents seek new opportunities and ways to survive on their dying, lawless planet.

scavengers, and xenoarchaeologists to converge upon it. Unfortunately, it's incredibly dangerous. The Wreck's automated defenses are active, and its poured dangerous robots and volatile magic into the region."

Who are the First Ones? "The First Ones were an advanced civilization credited for creating cities on Aballon and the self-improving robots that evolved into the planet's anacites. Elsewhere, they created other artificial lifeforms including protocites and planashars. Our recent excavations at the First Ones city of Eternity have shed some light on the First Ones, and while they remain shadowed in mystery, it's clear they weren't a benevolent people. I assure you, you don't want to meet them."

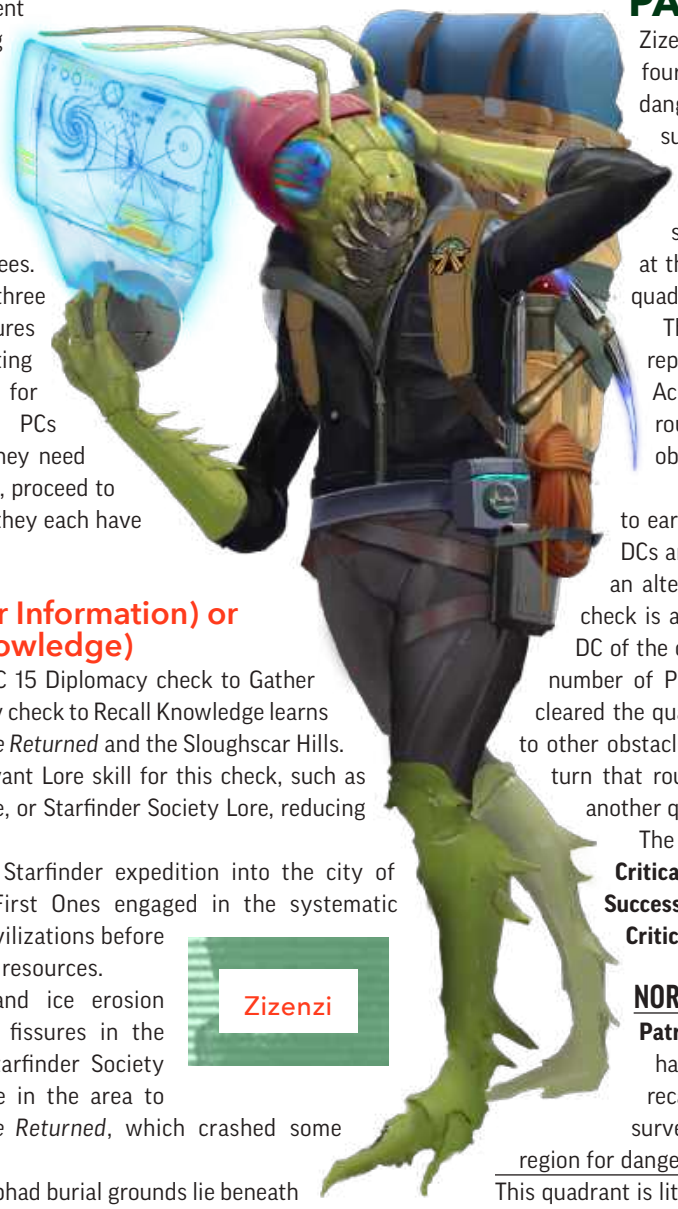
Why avoid using comms? "Communication within the Sloughscar Hills is disrupted by the Wreck's presence. Short-range comms work, with irregular interference, but long-range comms are less reliable and can fail altogether. I'd prefer to minimize chatter so not to tax the system."

D-Vees? "They're compact and sturdy hover vehicles designed to endure Akiton's deserts and frequent windstorms while hauling salvage. They're reliable and easy to pilot. I've put a few aside for your team to use."

When the PCs are ready, they can depart for the impact site aboard a few d-vees. Each d-vee can hold up to three Medium or smaller creatures (with Large creatures counting as two Medium creatures for this purpose). After the PCs decide how many d-vees they need and who's piloting each one, proceed to Patrol. Remind the players they each have one Hero Point available.

THIN ATMOSPHERE

Akiton has thin atmosphere that lacks enough oxygen to keep most species healthy. PCs who breathe a thin atmosphere for more than a few hours become fatigued—during this adventure, this occurs immediately before Event 1. To avoid this, the PCs can activate their armor's basic environmental protections. PCs whose home world is Akiton have acclimated to the planet's atmosphere and don't risk becoming fatigued from breathing the air.



Zizenzi

Diplomacy (Gather Information) or Society (Recall Knowledge)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information or DC 15 Society check to Recall Knowledge learns more about the *Wreck of the Returned* and the Sloughscar Hills. A PC can substitute a relevant Lore skill for this check, such as Akiton Lore, First Ones Lore, or Starfinder Society Lore, reducing the DC by 3 if they do.

Critical Success A recent Starfinder expedition into the city of Eternity revealed the First Ones engaged in the systematic destruction of ancient civilizations before stripping their worlds of resources.

Success Eons of wind and ice erosion have carved crags and fissures in the Sloughscar Hills. The Starfinder Society established a new lodge in the area to study the *Wreck of the Returned*, which crashed some distance away.

Critical Failure Ancient shobhad burial grounds lie beneath the site of the summit. The event is sure to be cursed!

PATROL

Zizenzi's map divides the area around the summit into four quadrants, which the PCs must explore and clear of danger before the start of the summit, reporting anything suspicious or potentially hostile to Zizenzi. The summit begins in four hours. Each quadrant has one obstacle the PCs must overcome to clear it, by attempting skill checks to acquire Patrol Points. The PCs begin at the site of the summit and may choose to explore the quadrants in any order.

The patrol is measured in rounds, with each round representing approximately 30 minutes of work. Accounting for travel time, this means the PCs have 6 rounds to complete their patrol by overcoming all four obstacles.

Each round, each PC may attempt up to one skill check to earn Patrol Points. The applicable skill checks and their DCs are listed in each obstacle's entry. A PC can substitute an alternate skill check at the GM's discretion; if this skill check is a Lore skill, the DC of the check is 13, otherwise the DC of the check is 17. Once the PCs have obtained the required number of Patrol Points, they have overcome the obstacle and cleared the quadrant. Accumulated Patrol Points do not carry over to other obstacles. However, anyone who hasn't already taken their turn that round can still take their turn against an obstacle in another quadrant.

The results of the PCs' checks are as follows.

Critical Success The PCs gain 2 Patrol Points.

Success The PCs gain 1 Patrol Point.

Critical Failure The PCs lose 1 Patrol Point.

NORTH QUADRANT—OFF ROADING OBSTACLE 1

Patrol Points 4; **Overcome** DC 14 Piloting to Navigate hazardous terrain, DC 15 Computers or Crafting to recalibrate the d-vee's suspension, DC 15 Survival to survey land features, or DC 16 Perception to Search the region for danger.

This quadrant is littered with hidden potholes and deposits of loose soil which make navigation challenging.

EAST QUADRANT–HIDEY-HOLES — OBSTACLE 1

Patrol Points 4; **Overcome** DC 14 Acrobatics to Squeeze into crevasses, DC 14 Athletics to Climb overlooks, DC 15 Nature to identify predators' lairs, or DC 16 Perception to Search for danger.

This quadrant contains several rocky outcroppings, hollows, and rifts requiring up-close investigation and manual exploration.

SOUTH QUADRANT– UNSTABLE HILLSIDE — OBSTACLE 1

Patrol Points 4; **Overcome** DC 14 Nature or Survival to survey the terrain, DC 15 Piloting or Stealth to tread lightly and mark unstable regions through trial and error, or DC 16 Perception to identify signs of undermining.

This quadrant consists primarily of porous rock and eroded, sandstone slopes. As the PCs explore, it becomes clear the ground is unstable.

Development after clearing this obstacle, the PCs can attempt a DC 15 Nature check to Recall Knowledge to identify the cause of the instability. A PC can substitute an applicable Lore check, such as Akiton Lore, Life Science Lore, or Mining Lore, reducing the DC to 13 if they do.

Critical Success Strange trench marks and plasma burns suggest the khefaks making these tunnels are atypical of their species and possibly the product of some further bioengineering or mutation.

Success Khefaks, arthropods once bioengineered to help mine thasteron, created the undermining tunnels. When the thasteron market on Akiton crashed after the advent of Drift travel, the corporations mining thasteron for starship fuel abandoned their facilities and the khefaks. The neglected khefaks thrived on their own, spreading across much of the planet.

Nodocite Surveiller

ADJUSTING DIFFICULTY

You can adjust the difficulty of the patrol by making the following changes.

Easier: Reduce the number of Patrol Points needed to overcome each obstacle by 1.

Harder: Increase the DCs to overcome all obstacles by 1.

Critical Failure A drunken earth elemental created the tunnels. Leaving an offering of liquor in this quadrant will distract it and keep the summit safe.

WEST QUADRANT–SANDSTORM — OBSTACLE 1

Patrol Points 4; **Overcome** DC 14 Crafting or Survival to find or fashion shelter, DC 15 Society to recall local advice about sandstorm safety, or DC 16 Acrobatics or Athletics to avoid injury.

This quadrant, surrounded by wind-hewn hills, is suddenly overtaken by a sandstorm. Each time a PC fails a check to overcome this obstacle, they're dealt 2d4 slashing damage.

Development After clearing this obstacle, the PCs find a technological component half-buried in the sand. The PCs can attempt a DC 13 Robot Lore check or DC 15 Crafting check to Recall Knowledge as to its function.

Critical Success The technological component's condition suggests it broke off an aerial surveillance drone during the sandstorm. Its design is not consistent with Starfinder surveillance drones.

Success Though damaged, the technological component is consistent in shape and design to one used for adjustable, robotic camera eyes.

Critical Failure It's a high-tech vacuum attachment.

Development: How swiftly and thoroughly the PCs performed their assigned patrol of all four quadrants has an impact on the rest of the scenario, as noted below.

5 or fewer rounds: The PCs make incredible time, approaching the summit early. They gain a +1 circumstance bonus to Initiative rolls during Event 1 and have one additional round to interact with any one delegate of their choice at the summit.

6 rounds: The PCs arrive on time.

7+ rounds: The PCs arrive late. They take a –1 circumstance penalty to Initiative rolls during Event 1 and have one less round to interact with the delegates at the summit.

Patrol Incomplete: The PCs did a poor job on their patrol. They suffer a –1 circumstance penalty on all checks to interact with First Seeker Sarmak during the summit.

Additionally, if the PCs overcame the Unstable Hillside obstacle, they can pass their findings onto Zizenzi, who dispatches a geological team to stabilize the undermining tunnels, removing the Collapsing Floor hazard from Event 3 (page 10).

Event 1: Under Observation
N
W
E
S
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: DESERT WORLD

EVENT 1: UNDER OBSERVATION TRIVIAL

After completing their patrol, the PCs park their d-vees in the garage and proceed to the summit on foot. Read or paraphrase the following.

Occasional dust devils swirl across this rugged area pocked with craters and gullies. To the south, an opening within a wall of jagged rock begins an uphill footpath to the summit.

Terrain: Use the map on page 6 for this encounter. The PCs begin at the north end of the map and are aiming to reach the summit beyond the south end of the map. The ground here is relatively level, except for the dark brown rock formations (which are 15 feet higher than the surrounding ground) and the three rocky craters (which are 5 feet lower than the surrounding ground).

Creatures: Nodocite surveillers dispatched from the *Wreck of the Returned* to spy on the summit are watching the PCs. They use Stealth for initiative and begin at the south edge of the map, hiding near the brown rock formations. They Sneak and Record Video, observing the PCs for as long as possible. If attacked, the nodocite surveillers attack with their laser beams, fleeing when reduced to half their Hit Points or less.

NODOCITE SURVEILLERS (3) CREATURE –1

UNCOMMON | TINY | CONSTRUCT | ROBOT | TECH

Perception +6; darkvision
Skills Acrobatics +5, Stealth +7
Str –1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +0
Networked Nodocite A nodocite can communicate wirelessly with other nodocites within 200 feet.
Reality Bubble ↻ (magical, occult) **Frequency** once per minute; **Trigger** A creature attempts to move within 30 feet of the nodocite surveiller; **Effect** The nodocite surveiller creates a bubble of disruptive magic, causing reality to ripple and warp around the triggering creature. The ground in a 10-foot burst around the triggering creature becomes difficult terrain.
Record Video ❖ The nodocite surveiller records or stops recording its surroundings, automatically transmitting everything it records to the *Wreck of the Returned*. Destroying or removing a nodocite surveiller's recording capabilities requires a successful DC 14 Thievery check to Disable Device.

AC 17; **Fort** +2, **Ref** +7, **Will** +4
HP 8; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal, paralyzed, poison, sickened, unconscious, vitality, void; **Weaknesses** electricity 5

Speed 25 feet, fly 25 feet
Melee ❖ spherical body +7 (finesse), **Damage** 1d4–1 bludgeoning
Ranged ❖ laser beam +7, **Damage** 1d6 fire

Development: After the nodocite surveillers are destroyed or depart, the PCs can continue to the summit. Note how many nodocite surveillers survive this encounter, as they'll join the battle during Event 3 (page 10).

LOW GRAVITY

Akiton has low gravity. While in a low gravity environment the Bulk of all creatures and objects is halved, meaning creatures can carry twice as much and jump twice as high and far. Physical ranged attacks are possible up to the twelfth range increment (instead of the sixth). Creatures that fall in low gravity take no damage for the first 10 feet of a fall, and then take bludgeoning damage equal to a quarter of the remaining distance it fell.

A. SLOUGHSCAR SUMMIT

The climb up the footpath to the pre-fab building where the summit is located takes several minutes. When the PCs arrive, the building is already filled with delegates. Read or paraphrase the following.

A conversational din dominates a room crowded with colorful delegates and their entourages. Numerous beings mingle, exchange pleasantries, and trade information, promoting a dynamic, collegial atmosphere.

Most gather around a well-stocked bar topped with numerous food options, including an impressive fondue fountain. Tables and chairs arranged around the room allow for discreet discussions. A stage rises in the room's southwest corner equipped with holoprojectors and vid-screens to facilitate communal presentations.

Use the map on page 8 for the summit. The PCs enter the building through the main entrance in the southeast corner of the building, which is overseen by Zizenzi. The summit takes place within the large central room, but it's possible the PCs enter other areas during the combat in Event 3 (page 10). The building is brightly lit and has 15-foot-high ceilings.

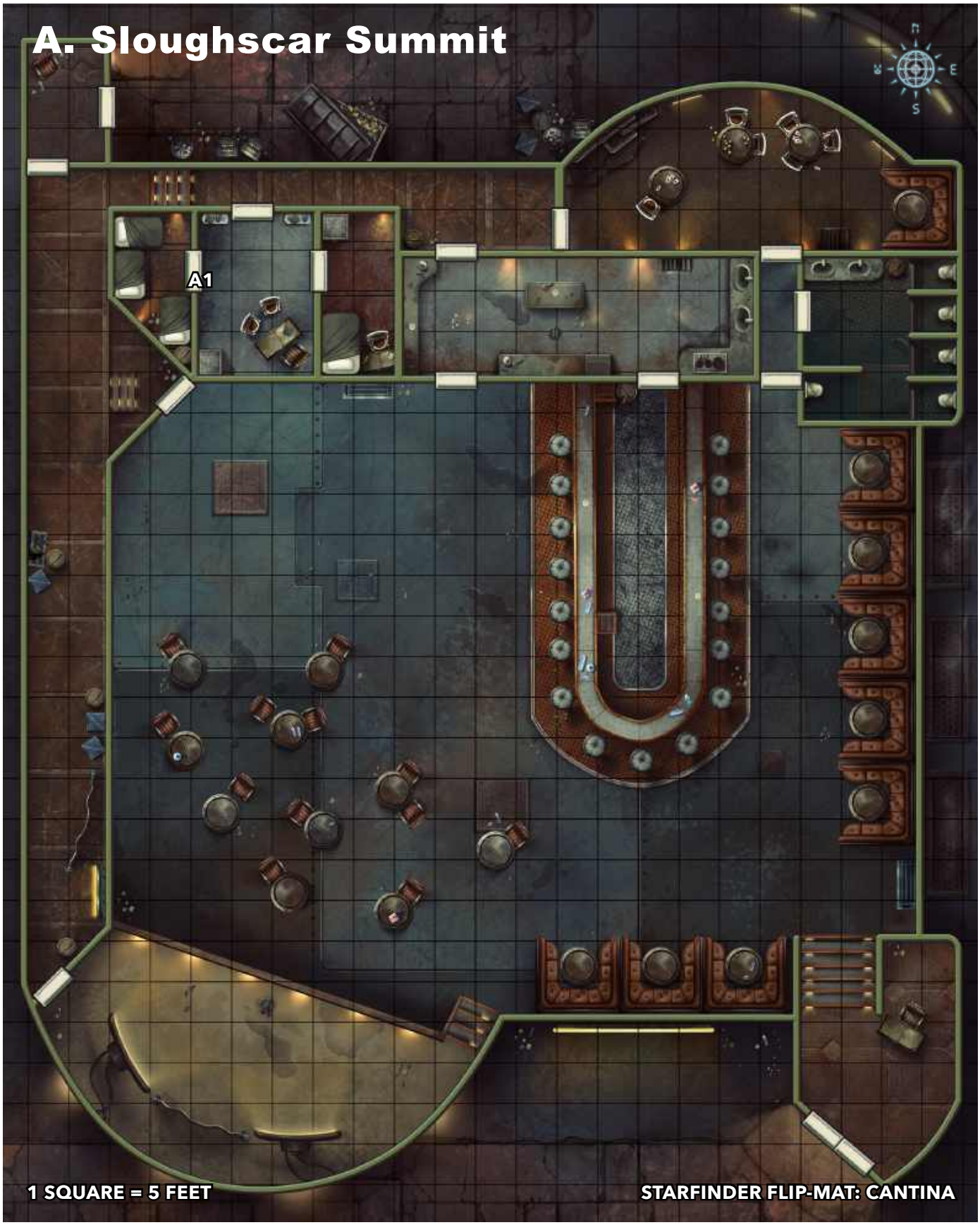
Jax

The Delegates

The four major NPCs are referenced in the dossiers Zizenzi gave the PCs and detailed on pages 9–10. The PCs can easily identify these delegates and may approach them in any order. Their aim is to convince these delegates to share information and work together.

The summit is divided into 8 rounds (adjusted by the time they spent on patrol, as noted on page 5), with each round representing 15 minutes of time. Event scheduling and demands for the delegates' time allow the PCs to formally meet with each delegate only once and as a team. The PCs are aware of this limitation and the summit's timeline.

Each round, the PCs can engage a delegate in conversation, with each PC attempting up to one skill check to impress the delegate or


A. Sloughscar Summit
A1
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: CANTINA

Aid another PC. The DC of these skill checks is 15, or DC 13 if the skill is an applicable Lore. Other checks can be used if the GM deems them appropriate, with a DC of 16. Be sure to roleplay these encounters and encourage creative solutions. When the PCs have accumulated 6 or more Influence Points with a delegate, they've impressed that delegate and can immediately move onto conversing with another delegate.

The results of the PCs' checks are as follows.

Critical Success The PCs gain 2 Influence Points.

Success The PCs gain 1 Influence Point.

Critical Failure The PCs lose 1 Influence Point.

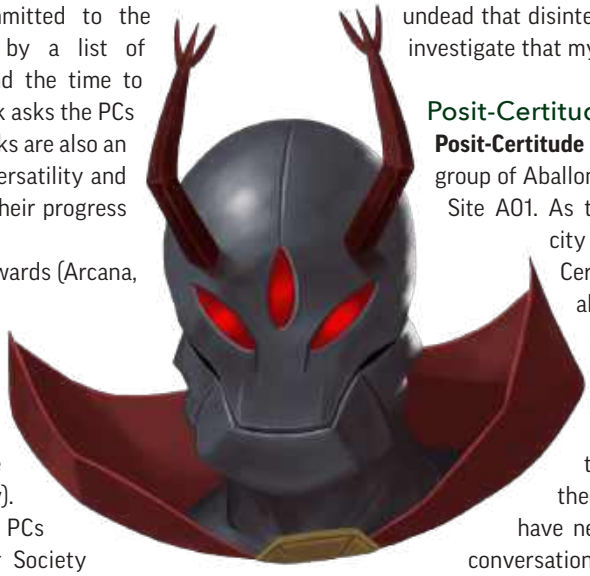
Development: If the PCs falsely believe a drunken earth elemental is to blame for the ground's instability, they likely want to collect liquor from the bar and deliver it to the south quadrant. No skill check is required to accomplish this, but it takes either 1 PC two rounds, or takes two PCs 1 round, removing them from the summit for the duration.

First Seeker Sarmak

Sarmak is friendly, personable, and committed to the summit's success, but he's preoccupied by a list of outstanding tasks that he just couldn't find the time to complete. To free up some of his time, Sarmak asks the PCs for help accomplishing these tasks. These tasks are also an opportunity for Sarmak to assess the PCs' versatility and commitment, potentially swaying him with their progress (or lack thereof).

Checks: Calibrate the lodge's anti-scrying wards (Arcana, Nature, Occultism, or Religion); entertain attendees (Acrobatics, Performance, or many Lores, including Art Lore, Cooking Lore, Music Lore, Sports Lore); finalize Sarmak's holographic presentation (Computers or Crafting); stow delicate equipment (Athletics, Labor Lore, or Thievery).

Impressed: If impressed, Sarmak tells the PCs to keep up the good work—the Starfinder Society needs more dedicated agents like them! He shares that an anacite faction, Those Who Call, dispatched a signal to the First Ones before the *Wreck of the Returned* appeared, calling them to the Pact Worlds. Sarmak has since feared the First Ones' imminent return. The *Wreck of the Returned* was first explored by two local mercenary companies. One of these mercenaries, a skittermander named Gremmik from the Rust Wraiths, died exploring the *Wreck* and the group has since disbanded.



Posit-Certitude

Jax

The silver-tongued and cutthroat **Jax** (conniving female ysoki entrepreneur) is a member of the Aspis Consortium and views the *Wreck of the Returned* as a business venture with high risks and even greater rewards. Jax does not seek any alliances but is intent upon spying on other groups, sabotaging their efforts, and scooping their finds—though she won't admit to these goals out loud! To curtail the PCs' exploration efforts, she touts the *Wreck*'s dangers and makes up gruesome stories about the deaths of previous explorers.

ADJUSTING DIFFICULTY

You can adjust the difficulty of Event 1 by making the following changes.

Easier: Remove one nodocite surveiller from the encounter.

Harder: Add one nodocite surveiller to the encounter.

Checks: Demonstrate business acumen (Corporate Lore or Society), paint the Starfinders as capable rivals (Deception, Diplomacy, or Intimidation), catch Jax in a lie (Perception to Sense Motive).

Impressed: If impressed, Jax informs the PCs that the Aspis Consortium has found a lot of strange corpses lately—mutated animals and undead that disintegrate into rust. She suggests the Starfinders investigate that mystery.

Posit-Certitude

Posit-Certitude (confident nonbinary anacite pundit) leads a group of Aballonian representatives situated at Investigation Site A01. As the Starfinder Society saved the Aballonian city of Striving from destruction last year, Posit-Certitude already considers the Starfinders allies and intends to share information and discoveries with them. Posit-Certitude acknowledges the *Wreck of the Returned* is dangerous, but doesn't agree that the First Ones are evil beings or pose a threat to the Pact Worlds. Such assertions are mere theories, not conceived with impartiality, that have neither been corroborated nor tested. During conversation, Posit-Certitude often engages in lengthy, discursive tangents requiring skill to focus their attention on useful information.

Checks: Demonstrate knowledge of Aballon or the First Ones (Aballon Lore, First Ones Lore, Society), discuss advanced technology (Computers or Crafting), feign interest in a dissertation on the use of heuristic techniques for wardrobe selection (Deception or Fashion Lore).

Impressed: If impressed, Posit-Certitude informs the PCs of a persistent buzzing in the air that only anacites seem able to hear. It gives them a headache and is stronger the closer one gets to the *Wreck*. Post-Certitude suspects the cause is a transmitter or signal array damaged during the *Wreck*'s crash landing. To block this irritating signal, Posit-Certitude installed signal jammers around Investigation Site A01.

Voss

Voss (ambitious male ikeshti salvager) is accompanied by his well-armed bodyguard **Aruk** (flippant female shobhad geomancer) and represents a coalition of local salvagers based out of Pilferer's Paradise. He knows approaching the *Wreck of the Returned* is perilous. He also knows that

having other groups poking around it could be good for his fellow salvagers. After all, the locals are far more subtle than outsiders and would thus become lesser targets.

Checks: Convince Voss the Starfinders are trustworthy or formidable (Diplomacy or Intimidation), demonstrate appreciation of local culture (Akiton Lore or Society), display expertise in technological salvage (Computers, Crafting, or Piloting), display field experience (Acrobatics, Athletics, or Stealth).

Impressed: If impressed, Voss informs the PCs that salvagers attempting to explore the *Wreck of the Returned* have noticed that many of the creatures coming from the *Wreck* act in concert with one another, like they share networked programming or are controlled by a singular intelligence.

EVENT 2: THE FUNCTIONARY

After the PCs have formally met all four delegates, the Functionary appears on the stage at the summit. Having approached via underground tunnels, she utilizes multi-phasic magitech to render herself out-of-phase and silently enter through the flooring. Read or paraphrase the following.

An insubstantial, female form begins to take shape and solidify on the main stage. A black face mask obscures most of her features save for her red skin and long, white hair.

"Greetings from the Wreck of the Returned to you, foolish interlopers!" the woman declares with an amused smirk. "You know not what you meddle with!"

"Who are you and what do you want?" First Seeker Sarmak demands. Rising upon his hind legs, he towers over most within the room.

"I am the Functionary. This summit is a farce. None of you have the right to enter the Wreck of the Returned, let alone to partake of its treasures. Yet, what you lack, I have been granted and may impart.

"I have been to the heart of the Wreck of the Returned and serve the one that dwells there. Only by the authority granted to me, may you gain safe access to the Wreck and truly fathom its wonders. Those who wish to do so may join me now."

"And if we do not?" Sarmak questions.

"All others attempting to enter the Wreck invite death," warns the Functionary. "Which of you accepts my offer? Who would choose the peaceful path to enlightenment?"

Voss

Murmurs break out across the room as guests discuss the offer among themselves. It's likely the PCs consider the Functionary with suspicion or as a threat, but she's not here to fight and the PCs won't have a chance to pick one with her. If a PC reaches for a weapon or takes hostile action, Sarmak orders them to stand down and let things play out, noting the woman has committed no violence.

As others deliberate, The Functionary stands quietly. Little time passes before some accept her offer, walking to stand alongside her on the stage.

ADJUSTING DIFFICULTY

You can adjust the difficulty of the summit by making the following changes.

Easier: Reduce the number of Influence Points required to impress each delegate to 4.

Harder: Increase all DCs to influence the delegates by 1.

"Very well," the Functionary remarks, nodding in recognition at those who have chosen to stand by her. With a glance at those remaining, she grins. "Let it not be said that I didn't offer you the hand of friendship. Mark my words: you will come to regret your choice this day." With that, she strides away, leading the way out of the summit building alongside her new followers.

Sarmak asks the PCs to maintain order inside the building while he heads out to ensure the Functionary remains peaceful. Moments after Sarmak leaves, the ground begins to rumble and someone screams. Proceed immediately to Event 3.

EVENT 3: THEY CAME FROM BELOW! MODERATE

Forces dispatched by the being that dwells at the heart of the *Wreck of the Returned* attack the summit. The extent of the attack depends upon prior actions taken by the PCs. Use the map on page 8 for this encounter, same as the map for the summit.

Collapsing Floor: If the PCs failed to notify Zizenzi about the undermining, the ground beneath the summit collapses, making the floor in the main room difficult terrain. Each PC must succeed at a DC 15 basic Reflex save or be knocked prone at the start of the encounter. On a critical failure, that PC is additionally dealt 1d6 bludgeoning damage.

Reinforcements: If any nodocite surveillers survived Event 1, they aid in the assault, joining the fight as enemies.

Creatures: "Converted" khefaks re-engineered for this assault break into the room from below. Confronting the PCs, they clearly act with tact and synchronicity. The khefaks prefer to fight in melee with their mandibles and Trenching Teeth. They use electrical jolt against PCs who remain out of reach and Nanite Repair when reduce to half their Hit Points or less. They fight to their destruction.

While the PCs fight the khefaks, the other guests rush for cover, flee the building, or help the wounded. Jax hides behind the bar, Posit-Certitude attempts to lead guests out the back doors, while Voss and Aruk work together to fight off other khefaks or nodocite surveillers. If the PCs impressed any of the delegates, they offer help during the battle, as noted under Impressed into Service on page 11.

CONVERTED KHEFAKS (2) CREATURE 2

UNCOMMON MEDIUM ANIMAL TECH

Perception +9; darkvision, tremorsense (imprecise) 30 feet
Skills Athletics +8, Stealth +7, Survival +7
Str +3, **Dex** +2, **Con** +3, **Int** –5, **Wis** +2, **Cha** –3
Gnaw Scrap (exploration) A khefak chews on an unattended object to feed, dealing 4 piercing damage every 10 minutes to the object. This damage ignores 10 points of Hardness. If a khefak doesn't spend at least 1 hour Gnawing Scrap per day, it begins to starve until it spends 10 minutes Gnawing Scrap.

AC 16; **Fort** +11, **Ref** +7, **Will** +5
HP 28; **Resistances** acid 5, poison 5

Speed 25 feet, burrow 10 feet, climb 20 feet
Melee ❖ mandible +11, **Damage** 1d6+5 piercing
Ranged ❖ electrical jolt +10 (ranged increment 60 feet), **Damage** 1d6+2 electricity
Nanite Repair ❖❖ **Frequency** once per day; **Effect** Nanites implanted in the converted khefak's body repair its wounds, restoring 2d6 Hit Points.
Trenching Teeth ❖ **Requirements** The converted khefak hit with a mandible Strike on its most recent action this turn; **Effect** The converted khefak quickly rotates the jagged serrations along its mandibles, dealing 1d10 slashing damage to the creature it hit with its mandible Strike.

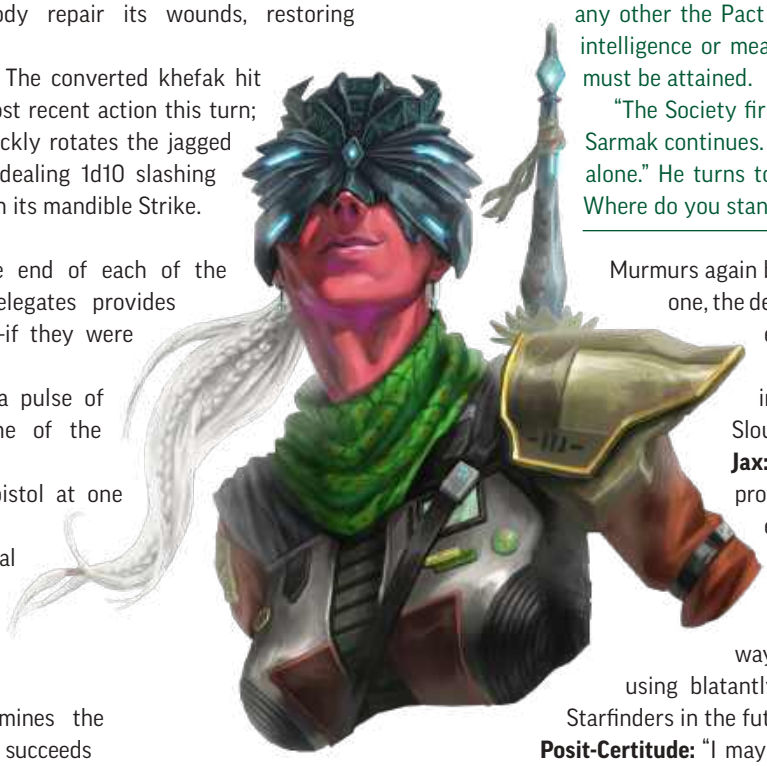
Impressed into Service: At the end of each of the following rounds, one of the delegates provides temporary assistance to the PCs—if they were impressed during the summit.

Round 1: Posit-Certitude emits a pulse of electrical energy, disorienting one of the enemies, which becomes stunned 1.

Round 2: Voss fires his laser pistol at one enemy, dealing 1d6+2 fire damage.

Round 3: Jax slaps a commercial medpatch onto the PC nearest to the bar who is damaged, restoring 1d8 Hit Points, then scurries back to safety.

Development: A PC who examines the bodies of a converted khefak and succeeds at one of the following skill checks: DC 13 Augmentation Lore or Life Science Lore, or DC 15 Arcana, Crafting, Nature, or Occultism, determines the khefaks exhibit combinations of implanted magitech augmentation and magically manipulated mutations. Whatever happened to them, it was intentionally done. On a critical success, a PC additionally knows the khefaks were mentally controlled or synchronized.



The Functionary

CONCLUSION

With the last of the assailants driven away, the Starfinders and delegates begin to tend the wounded. Sarmak resolves to bring the summit to completion. Read or paraphrase the following.

ADJUSTING DIFFICULTY

You can adjust the difficulty of Event 3 by making the following changes.

Easier: Apply the weak adjustments to the converted khefaks.

Harder: Add one converted khefak to the encounter.

"The Starfinder Society will not allow these attacks to dissuade us from our mission. Neither this 'Functionary' nor whatever entity she claims to serve shall dictate our plans," First Seeker Sarmak proclaims. "The Wreck of the Returned is incredibly dangerous, but it must be explored. If, as I believe, the First Ones are coming, they pose a threat unlike any other the Pact Worlds have ever faced. Whatever intelligence or means of defense the Wreck may hold must be attained.

"The Society firmly commits to delving the Wreck," Sarmak continues. "But to succeed, it must not venture alone." He turns to the remaining delegates. "Tell me. Where do you stand?"

Murmurs again break out across the summit. One by one, the delegates respond. Read or paraphrase each delegate's response, including any additions based upon if the PCs impressed that delegate during the Sloughscar Summit.

Jax: "I have no interest in splitting profits." Jax concedes with a somber expression. If impressed, she adds, "But, if you want to explore the Wreck of the Returned, the Apis Consortium won't stand in your way." An impressed Jax refrains from using blatantly underhanded tactics against the Starfinders in the future.

Posit-Certitude: "I may not be convinced of your concerns about the First Ones, but I agree there is value exploring the Wreck of the Returned together. I count all present among my allies."

Voss: If impressed, Voss announces, "I agree we have much to offer one another. My fellow salvagers look forward to upcoming joint ventures." Otherwise, he looks around before noting "We'll stick with ourselves. You have enough salvaging to do right here."

With this, the summit comes to an end. The guests depart and the Starfinders begin cleaning up. Sarmak thanks the PCs for their efforts and assures them of additional field assignments in the future.

REPORTING CONDITIONS

If the PCs impressed Jax, check box **A**. If they impressed Posit-Certitude, check box **B**. If they impressed Voss, check box **C**.

HANDOUT: DELEGATE DOSSIERS

FIRST SEEKER SARMAK

Affiliation: Starfinder Society

Sarmak is the Society's elected leader. His passions include ancient technologies and megastructures. The *Wreck* and its connection to the First Ones currently consumes his attention. Sarmak wishes to meet with the summit's security detail, including you. Do speak with him, particularly if seeking future assignments, as he is certain to be assessing agents' capabilities.

JAX

Affiliation: Aspis Consortium

Jax represents the Aspis Consortium, overseeing the corporation's activities regarding the *Wreck of the Returned*. Despite its dubious practices, the Consortium maintains valuable intelligence networks and has probed the *Wreck*. Jax is reputed to be all business. If that's so, perhaps a deal can be struck. Regardless, try to leave Jax with a positive impression that might open future doors for the Society.

POSIT-CERTITUDE

Affiliation: Aballonian Government

Based out of Investigation Site A01, the anacites' settlement near the *Wreck*, Posit-Certitude represents the Insight Array that governs Aballon. While the Starfinder Society has worked with Aballon's government in the past and maintains an open exchange of information with them, differing opinions regarding the First Ones threatens the exchange. Urge Posit-Certitude to remain forthcoming with intelligence and assure them that the Starfinders will do likewise.

VOSS

Affiliation: Akitonian Salvagers

Voss leads a loose coalition of independent salvagers based out of Pilferer's Paradise, the boomtown that sprang up around the *Wreck*. Voss and his fellow Akitonians consider the *Wreck* their claim. Lacking the resources of the other factions, these salvagers have confronted the *Wreck*'s defenses. Persuade Voss that the Society offers specialized expertise to more safely navigate the *Wreck*'s hazards and technologies.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

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Scenario #1-05
Sloughscar Summit

Character Chronicle #

Character Name | Organized Play # | Character #

CREDITS	LEVEL	
	1	140
	LEVEL	
	2	220

Adventure Summary

First Seeker Sarmak hosted a summit to encourage cooperation between the major factions interested in exploring the *Wreck of the Returned*. Leading up to the summit, you patrolled the surrounding area. On your patrols you additionally noticed the following: ☐ determined the ground was unstable due to khefaks, ☐ determined the ground was unstable due to a drunken earth elemental, ☐ noticed surveillance drones were spying on you. At the summit, you impressed the following delegates:☐ First Seeker Sarmak of the Starfinder Society, ☐ Jax of the Aspis Consortium, ☐ Posit-Certitude of the Aballonian Government, ☐ Voss, leader of a coalition of local Akitonian salvagers. After the summit was interrupted by the Functionary, you fought off mutated khefaks under the control of the *Wreck of the Returned*.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

Sloughscar Summit (Boon): You salvaged some interesting technology from the nodocite surveillers, which Starfinder engineers utilized to create a new armor upgrade. This character gains access to the reality distorter, allowing you to purchase it.

REALITY DISTORTER **UPGRADE 3**

UNCOMMON MAGICAL TECH

Price 550 Credits

Usage installed in armor; **Bulk** L

This device emits ripples of energy creating small distortions within reality around your foes.

Activate—Distort! ↻ **Frequency** once per 10 minutes; **Trigger** A creature moves adjacent to you; **Effect** Your armor unleashes a bubble of distorted reality keyed to the quantum signature of the triggering creature in a 10-foot burst centered on you that lasts 1 minute. The triggering creature treats the area as difficult terrain.

Notes

EXPERIENCE	
	Starting XP
+	XP Gained (GM ONLY)
=	Final XP Total

CREDITS	
	Starting Credits
+	Credits Gained (GM ONLY)
–	Credits Spent
=	Total

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: WXIP

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit **starfindersociety.club**